three decades is one phase of the influence of the Occident. The passion for such spectacles as the Olympic games of Greece, the gladiatorial contests of ancient Rome, the tourneys of the European Middle Ages, and the bull fights and the football and baseball matches of modern Europe and America have been quite alien to Chinese custom.

This contrast between China and the West may be due in part to a difference in the ideals of the dominant classes. In the West the aristocracy has traditionally been the military. Preparation for fighting and the bodily skill and fitness derived from appropriate sports have been accepted as an essential part of the training and life of the gentleman. The lower classes have naturally taken their cue from the aristocracy and the tradition has passed over to the influential middle classes and democracies of recent years. In China, on the other hand, it was the Confucian scholar who set the standard and the fighting man and his works were at best regarded as necessary evils. By tradition the Confucian scholar did not take kindly to vigorous physical exertion—even though Confucius himself practiced archery and is said to have hunted. The scholar usually confined his exercise to a slow, dignified walk, or he might engage in such an unenergetic diversion as taking a pet bird out for an airing, possibly throwing seeds for it to catch.

With this kind of example set from above, the amusements of the populace tended to be of the same sort. Flying kites was popular, at least in certain places and seasons. Crickets were induced to fight one another.

Gambling provided one of the most prevalent forms of diversion and for it many devices existed. The contests

between the gladiatorial crickets usually have had wagers placed on the outcome. There have been many games of chance. Counters or cards roughly resembling dominoes in size have been used for several of them. In the Occident not many years ago one, *mah jong,* enjoyed a sudden popularity and suffered almost as sudden a demise. Sets of cards have been employed for centuries and have been of several varieties. *Fantan* is played with coins. A pile of them is covered with a bowl and the participants register wagers on the remainder—three, two, one, nothing—which will be left after the whole has been divided by four. From time to